Special Issue

Deep Learning Applications with Practical Measured Results in Electronics Industries

Message from the Guest Editors

Machine learning and deep learning techniques have been important tools when it comes to extracting features and estimating events to develop applications in the electronics industries. Some techniques have been implemented in embedded systems and applied to industry 4.0 applications, industrial electronics applications, consumer electronics applications, and other electronics applications. For instance, supervised learning techniques, including neural networks, convolutional neural networks, and recurrent neural networks, can be adopted for prediction applications and classification applications in the electronics industries. Unsupervised learning techniques, including restricted Boltzmann machine, deep belief networks, deep Boltzmann machine, auto-encoders, and de-noising auto-encoders, can be used for de-noising and generalization. Furthermore, reinforcement learning techniques, including generative adversarial networks and deep Q-networks, can be used to obtain generative networks and discriminative networks for contesting and optimizing in a zero-sum game framework. These techniques can provide the precise prediction and classification for electronics applications.

Guest Editors

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Electronics is a multidisciplinary journal designed to appeal to a diverse audience of research scientists, practitioners, and developers in academia and industry. The journal is devoted to fast publication of latest technological breakthroughs, cutting-edge developments, and timely reviews of current and emerging technologies related to the broad field of electronics. Experimental and theoretical results are published as regular peer-reviewed articles or as articles within Special Issues guest-edited by leading experts in selected topics of interest.

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